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Bibliography

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203

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Summary

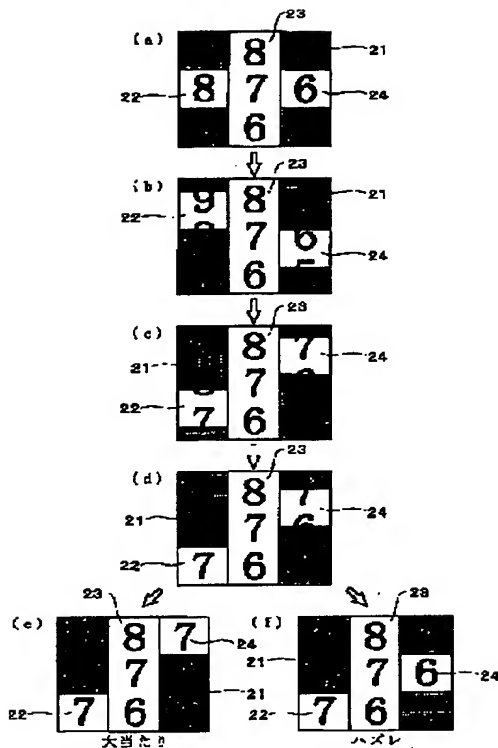
(57) [Abstract]

[Technical problem] It is game machines, such as a pachinko machine which makes an electronic display generate great success with a contingency in probability predetermined by a specific pattern being displayed, and the interest of this kind of game machine is increased by effect changing the display with the conventional pattern change greatly, and making it new.

[Means for Solution] It has an electronic display 2 and the blackout curtain 21 which established the window holes 22, 23, and 24 which can see through a part of the background 20 and this background that the pattern was drawn is displayed on this electronic display, and, and gradually, increase, and the number of these window holes is decreased, or this window hole is expanded gradually, and it reduces.

[moving the position of the window hole of this blackout curtain in animation on this background] It indicates whether a specific pattern to which the same pattern is located in a line on a straight line through this window hole is checked by looking.

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CLAIMS

[Claim(s)]

[Claim 1] The game machine characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and fluctuating the window hole of this blackout curtain in animation on this background.

[Claim 2] The game machine characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, moving the position of the window hole of this blackout curtain in animation on this background, and stopping.

[Claim 3] The game machine characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and increasing or decreasing gradually the number of the window holes of this blackout curtain.

[Claim 4] The game machine characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and expanding or reducing the window hole of this blackout curtain gradually.

[Claim 5] A specific pattern is a game machine according to claim 1 to 4 which is that by which the same pattern is checked by looking together with a straight line top through two or more window holes.

[Claim 6] The pattern of a background is a game machine according to claim 1 to 5 which is what moves or appears frequently.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to game

machines, such as a pachinko machine which makes an electronic display generate great success with a contingency in probability predetermined by a specific pattern being displayed.

[0002]

[Description of the Prior Art] The 1st sort pachinko game machine with which electronic displays, such as an electrochromatic display drop and CRT, were formed in the game face of a board Are indicated by change in two or more trains (usually three trains) so that patterns, such as signs, such as a number of 1-8 and *(<>)O, or the character, may flow to this electronic display at the upper and lower sides or right and left, respectively because the hit ball which the game person hit goes into a tulip type starting mouth, and change of the display stops in order after several seconds. Great success is generated when the same pattern is located in a line on a straight line like "222", "777", and "***" with a contingency by probability (about 1/300) predetermined in the halt pattern. It is the thing from which it was made for the opening-and-closing door of adjustable winning-a-prize equipment (large winning-a-prize mouth) to be in the Kaisei state continuously repeatedly by the operation of a solenoid. The inside of this special game consists of a situation that a hit ball tends [very] to go into this adjustable winning-a-prize equipment, and a bird clapper so that many premium spheres can be gained and many profits may be brought to a game person.

[0003] And since how of the display gestalt of this electronic display has big influence on game nature and interest, in the display gestalt, various things, such as the so-called "reach" and "a preliminary announcement", can be considered from the former, and the hope for a game person's great success generating is enlarged, and it is made to entertain a game person by it.

[0004]

[Problem(s) to be Solved by the Invention] However, gradually, the conventional above various change display gestalten are also lost, and freshness is in the inclination for a game to mannerism-ize and for a game person to get bored with it. Then, this invention tends to increase the interest of this kind of game machine by offering a still newer display gestalt.

[0005]

[Means for Solving the Problem] Therefore, the game machine of this invention is characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and fluctuating the window hole of this blackout curtain in animation on this background. Moreover, the game machine of this invention is characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the

pattern was drawn on this electronic display, moving the position of the window hole of this blackout curtain in animation on this background, and stopping. Moreover, the game machine of this invention is characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and increasing or decreasing gradually the number of the window holes of this blackout curtain. Moreover, the game machine of this invention is characterized by indicating whether a specific pattern is checked by looking through this window hole by having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and expanding or reducing the window hole of this blackout curtain gradually. Moreover, this invention is characterized by the same pattern being what is checked by looking together with a straight line top through the window hole of plurality [pattern / specific] in the above-mentioned game machine. Moreover, this invention is set to the above-mentioned game machine, and it is characterized by the pattern of a background being what moves or appears frequently.

[0006]

[Embodiments of the Invention] Next, the operation gestalt of invention is explained according to a drawing about a pachinko game machine. The tulip type starting mouth usually prepared so that drawing 1 might show the transverse plane of the game board 1 of this pachinko game machine, a winning-a-prize mouth could carry out the electronic display which consists of an electrochromatic display drop with which two were prepared on this game board 1 among drawing, and 3 and 4 and the wing of a couple could carry out open closing of 5 by the solenoid, and 6 are up heavens winning-a-prize mouths. 7 is adjustable winning-a-prize equipment which consists of a large winning-a-prize mouth of the shape of a big rectangle with which this starting mouth 5 was formed caudad, the opening-and-closing door 8 which carries out open closing by the operation of a solenoid is formed in this adjustable winning-a-prize equipment 7, and the continuation winning-a-prize mouth 9 is formed in this adjustable winning-a-prize equipment 7.

[0007] Drawing 2 is the block diagram having shown the input/output equipment relevant to this invention connected to CPU, ROM, RAM, and the game control board 10 that consists of I/O. The starting switch which detects the hit ball by which 11 won a prize of the aforementioned starting mouth 5, the count switch whose 12 carries out counting of the winning-a-prize sphere to the aforementioned adjustable winning-a-prize equipment 7, The specific field switch whose 13 detects the winning-a-prize sphere to the aforementioned continuation winning-a-prize mouth 9, the winning-a-prize mouth switch whose 14 detects the winning-a-prize sphere to the aforementioned common winning-a-prize mouths 3 and 4 and the up heavens winning-a-prize mouth 6, The solenoid which 15 makes carry out open

closing of the wing of the starting mouth 5, and 16 are solenoids which carry out open closing of the opening-and-closing door 8 of adjustable winning-a-prize equipment 7. Moreover, 17 is the pattern control board prepared in order to control the display of the aforementioned electronic display 2 by the instructions from the game control board 10.

[0008] Next, the operation of the important section of this invention is explained according to the flow chart of drawing 3. If winning a prize to the starting mouth 5 by the starting switch 11 is detected at the step (1) of drawing 3 and starting conditions are satisfied, it will shift to a step (2) and the random number for determining the propriety of game (great success) generating specially, the random number for determining change of the background displayed on an electronic display 2 and its pattern, the random number for determining change of a blackout curtain, and the random number used as other determinants will be acquired.

[0009] And in a step (3) and (4), the background and blackout curtain which should be displayed on an electronic display 2 according to the acquired random number are elected, and this background and blackout curtain are compounded and expressed as a step (5). Namely, if the example is explained, as this display was shown in drawing 4, it is the synthetic screen of a background 20 and the blackout curtain 21 of the front face, and a number will be displayed on every direction 3 train, and, as for a background 20, a pattern "a number 7" common to the 3rd step of left column and the 2nd step of inside train, and the 1st step of right column will be displayed. on the other hand -- a blackout curtain 21 -- a left column -- the window hole 22 which can see through only one pattern to the middle is established, and the longwise window hole 23 which can see through all three patterns in an inside train establishes -- having -- a right column -- the window hole 24 which can see through only one pattern as well as the middle is established As this showed to the electronic display 2 at the beginning at drawing 5 (a) The one "number 8" is seen through from a window hole 22, and each of three "numbers 678" is seen through from a window hole 23. It is in the state where the one "number 6" was seen through from the window hole 24, and the 1st step and the 3rd step of number of a left column and the 1st step and the 3rd step of number of a right column are in the state of not being visible to a game person.

[0010] After that, as this display was shown in drawing 5 (b) and (c), up and down, a window hole 22 and a window hole 24 are only a few's moving or returning, and serve as the situation that the 3rd step of number becomes invisible from time to time with the 1st step, respectively. And if the left-hand side window hole 22 moves to the lower berth and stops as shown in drawing 5 (d), "a number 7" will be displayed on this window hole 22. Subsequently, since the same pattern as "777" will be displayed together with a slanting straight line top as shown in (e) if the right-hand side window hole 24 moves to an upper case and stops, great success occurs and it is indicated by great success, and the great success processing which opens continuously the opening-and-closing door 8 of adjustable winning-a-prize

equipment 7 by the solenoid 16 by shifting to a step (7) from a step (6) is made. Moreover, it is indicated by HAZURE, without locating the same pattern in a line, as shown in drawing 5 (f), when the right-hand side window hole 24 does not move to the lower berth or does not move.

[0011] If the same example is explained according to drawing 6, while "the number 7" is longwise displayed on the inside train greatly, "the number 7" is expressed in the lower berth of a left column, and the lower berth of a right column as this background 20, respectively. Therefore, although it will be becoming it a great success together with "777" and a horizontal single tier as shown in (c) if the left-hand side window hole 22 and the right-hand side window hole 24 move to the lower berth, depending on the other movement, it becomes HAZURE. Therefore, this display is suitable when probability which is becoming it a great success as compared with the above-mentioned display is made high.

[0012] On the other hand, the operation gestalt shown in drawing 7 consists of a background 20 on which two or more patterns were drawn, and its blackout curtain 21. As shown in (a) at the beginning, the whole surface of a background 20 is being worn with the blackout curtain 21. Then, as shown in (b), only one window hole 22 is established, and as further shown in (c), a window hole 23 is made. It becomes HAZURE as a window hole 24 is made as furthermore shown in (d), there are moreover these three window holes on a straight line, it is becoming it a great success if the same pattern will be located in a line and will be displayed, as shown in "777", and shown in (e). In addition, the hope for great success generating can be further increased to a game person by being accompanied by movement and halt as mentioned above also about each window hole shown in drawing 7. Moreover, if the same pattern is displayed on the established window hole even if it is good also as great success three or more window holes or when it finally establishes the whole region and the same pattern is located in a line on a straight line, and it does not necessarily stand in a line on a straight line about great success, it is good also as great success. Moreover, it is also possible to increase interest further by not making pattern appearance sequence of each train uniform with 1, 2, and 3, but making it random so that a game person cannot do prediction.

[0013] Moreover, it is displayed that the operation gestalt shown in drawing 8 has the whole surface of a background 20 visible to a game person on which two or more patterns were drawn as shown in (a) at the beginning. Then, as shown in (b) and (c), a part of this background 20 is covered with a blackout curtain 21. The pattern gradually covered when the number of these blackout curtains increases, as shown in (d) increases. It is made to become HAZURE as it is becoming it a great success if a window hole 24 will be located in a line on a straight line, the same pattern will be located in a line as shown in "777" and it will be displayed, as shown in (e) as a result, and shown in (e). Thus, it can display also by lessening the number of window holes 24 gradually.

[0014] Moreover, the operation gestalt shown in drawing 9 serves as HAZURE, as

consist of a background 20 on which two or more patterns were drawn like drawing 7 , and its blackout curtain 21, it is expanding the size of a window hole 22 gradually, it is becoming it a great success if the same pattern will be located in a line and will be displayed, as shown in (d) through this window hole 22, and shown in (e). In addition, the hope for great success generating increases by changing the configuration of a window hole 22 variously on the way here.

[0015] Moreover, the operation gestalt shown in drawing 10 consists of the background 20 and blackout curtain 21 with which the character was drawn, and although a part of body of this character can be checked by looking from a window hole 22 to this blackout curtain as shown at (a), at the beginning The whole aspect of the character comes to be gradually checked by looking by moving or expanding, as shown in (d), when it is the predetermined character, it is becoming it a great success, and this window hole 22 serves as HAZURE, when it is not the predetermined character, as shown in (e). Thus, the hope for great success generating is acquired by enabling it to see a part of pattern, and making a game person imagine the character at the beginning.

[0016] Moreover, after hiding a part of the pattern with a blackout curtain again as the continuation was shown in drawing 11 (f) even when it becomes HAZURE by above-mentioned drawing 10 (e), great success or HAZURE can decide by carrying out regeneration, as shown in (g) or (h). Moreover, when it is becoming it a great success by above-mentioned drawing 10 (d), as the continuation was shown in drawing 12 (i) and (j), a window hole is expanded further and whether it is a thing accompanied by a privilege (called elevation of the next great success probability of occurrence and "probability changing") can decide by whether a part of this character has a predetermined display or there is nothing. Thus, after the predetermined character appears, move in a window hole, or expansion and reduction are made to perform, and you may make it the existence of the great success accompanied by more privileges decide according to the content of the secondary personal effects (for example, the flower of a rose in full bloom or the withered flower) which the character has attached to the body. Moreover, in case it moves in a window hole or expands, the movement place and state after expansion can be beforehand displayed slightly with the break line etc.

[0017] Moreover, the operation gestalt shown in drawing 13 is that to which the pattern drawn on the background 20 was made to carry out change of movement or frequent appearance on the way, and UFO drawn on the background 20 moves it in this example, or it appears frequently, and by moving a window hole simultaneously, UFO which appeared stops being in 1 **, and it appears again. And the existence of great success generating is announced beforehand to a game person according to the situation.

[0018] Moreover, the animation which the pattern of animals, such as a cat, crosses for a background as shown in drawing 14 is expressed, the situation is checked by looking through a window hole, the existence of great success generating is

suggested by whether the jump was completed well, and it means that the hope of the game person who knew the preliminary announcement can heap up further by making it these serve as a preliminary announcement signal to great success generating. Thus, various scenes, such as a sport, quiz, and a game, are displayed by the animation, by the result, a reach state can be made to be able to appear, it can consider as great success, or other privileges can be added.

[0019] In addition, when fluctuating a window hole as mentioned above, also visually, in acoustic sense, and sensuously, this change may be made for a flash lamp to be blinked before and after the change, to make a sound effect, or to be transmitted to a game person at a game person by vibrating a hit ball discharge handle.

[0020] Moreover, although not illustrated, it is also possible to make it generate great success by arranging two or more electronic displays and a predetermined pattern being displayed by two or more of the electronic displays on the game board. Or it is good also as what asks whether constitute so that a thing like **** which covers the pattern by the solenoid etc. may move mechanically in front of an electronic display, and a specific pattern is checked by looking as the result.

[0021]

[Effect of the Invention] As the operation gestalt was explained above, the game machine of this invention By having an electronic display, displaying the blackout curtain which established the window hole which can see through a part of the background and this background that the pattern was drawn on this electronic display, and fluctuating the window hole of this blackout curtain in animation on a background Since it indicates whether a specific pattern is checked by looking through this window hole and effect is new greatly unlike the conventional pattern change, there is a remarkable effect of increasing the interest of this kind of game machine.

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] Front view showing the operation gestalt of the game board of the game machine concerning this invention.

[Drawing 2] The block diagram showing the operation gestalt of the game machine concerning this invention.

[Drawing 3] The flow chart which shows the operation gestalt of the game machine concerning this invention.

[Drawing 4] The display block diagram of the electronic display in which the operation form of the game machine concerning this invention is shown.

[Drawing 5] The display transition view of the electronic display in which the operation form of the game machine concerning this invention is shown.

[Drawing 6] The display transition view of the electronic display in which the operation form of the game machine concerning this invention is shown.

[Drawing 7] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 8] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 9] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 10] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 11] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 12] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 13] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Drawing 14] The display transition view of the electronic display in which the operation gestalt of the game machine concerning this invention is shown.

[Description of Notations]

1 Game Board

2 Electronic Display

5 Starting Mouth

7 Adjustable Winning-a-Prize Equipment

10 Game Control Board

20 Background

21 Blackout Curtain

22, 23, 24 Window hole

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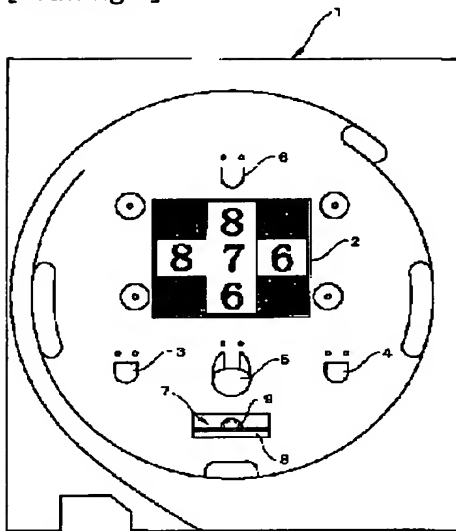
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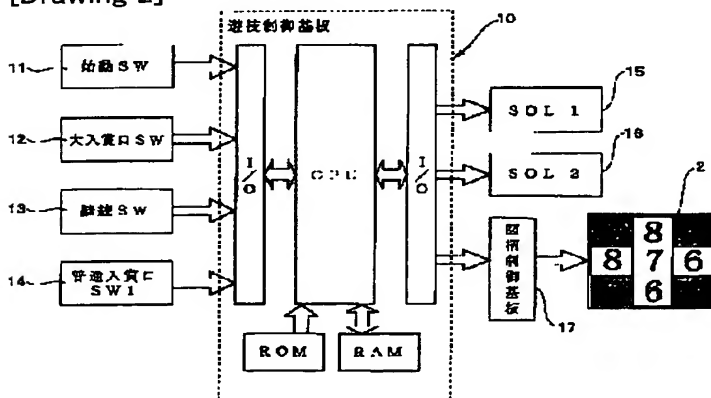
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DRAWINGS

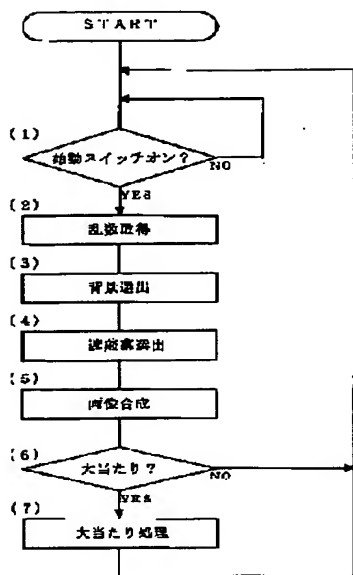
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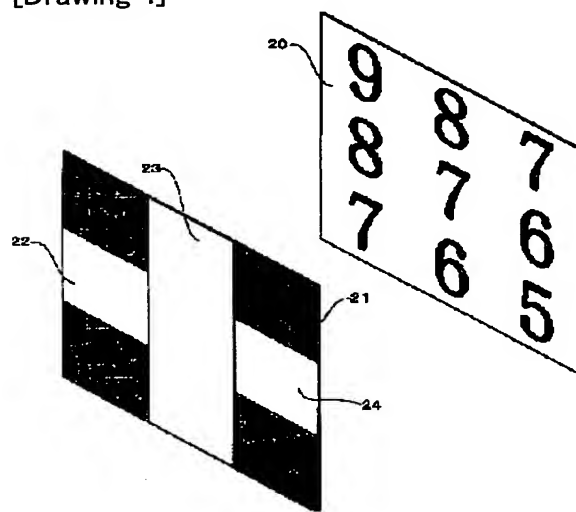
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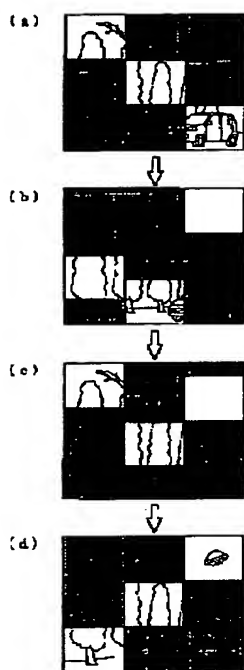
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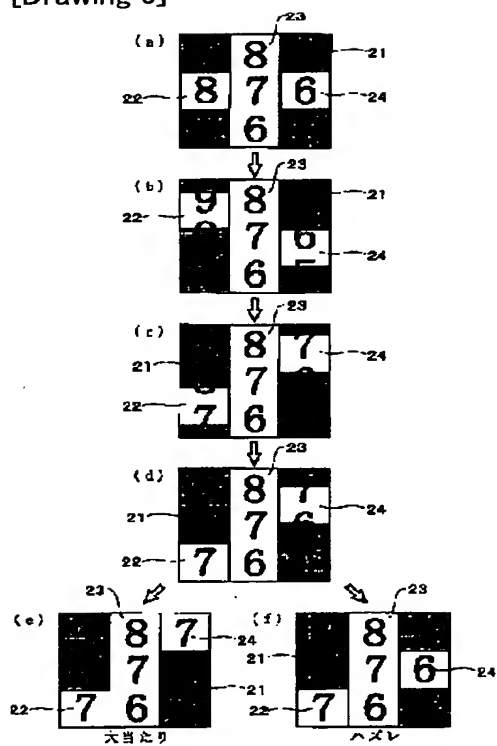
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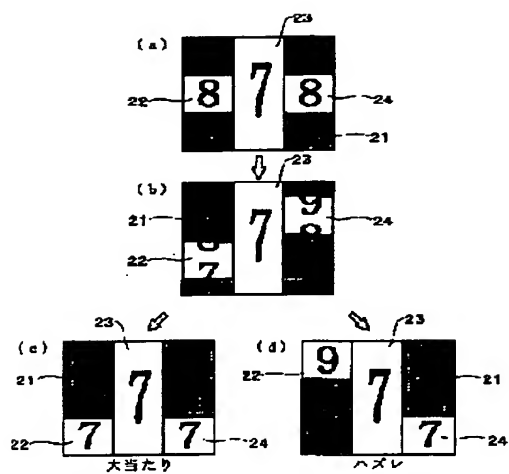
[Drawing 13]



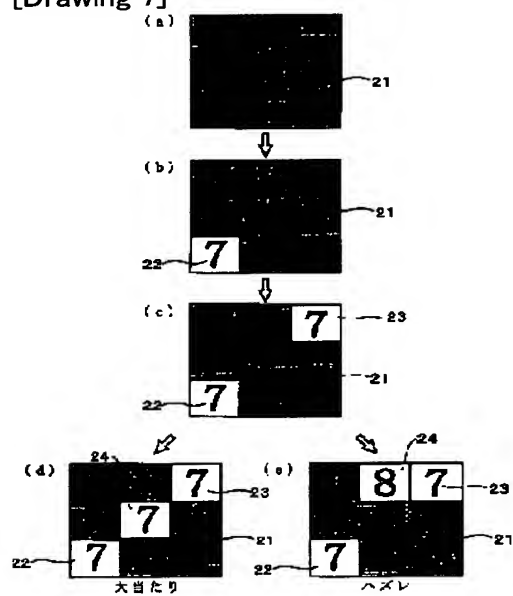
[Drawing 5]



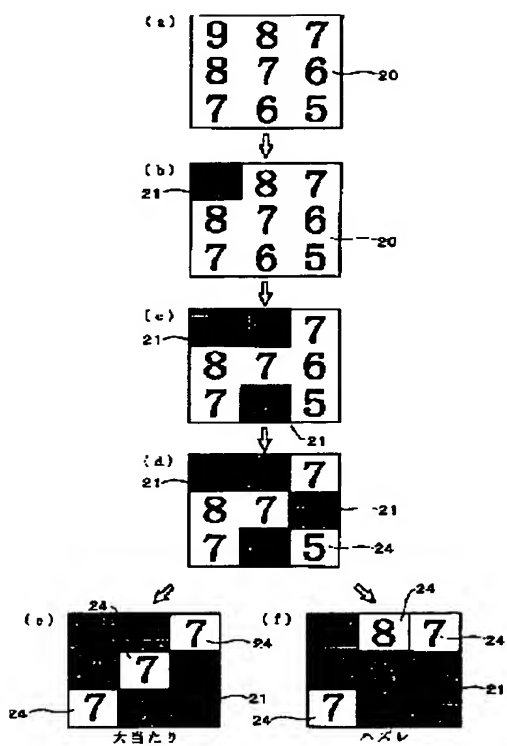
[Drawing 6]



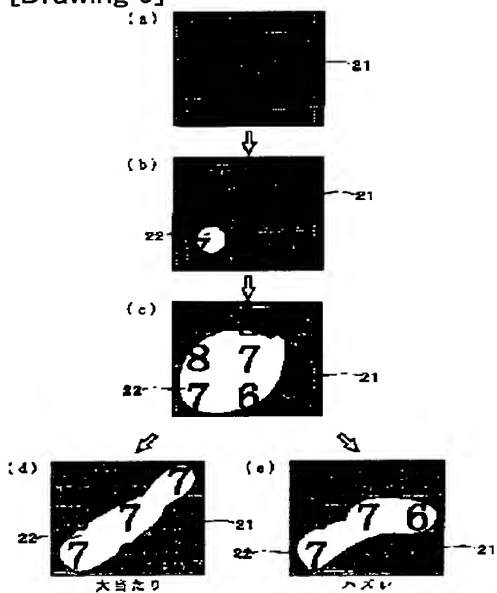
[Drawing 7]



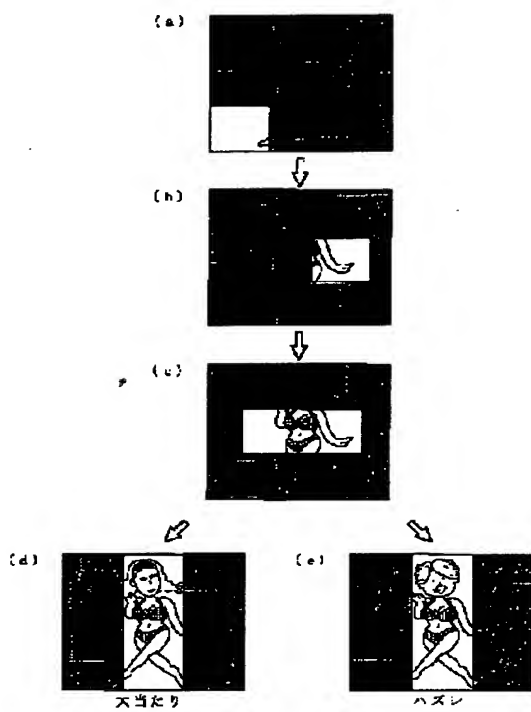
[Drawing 8]



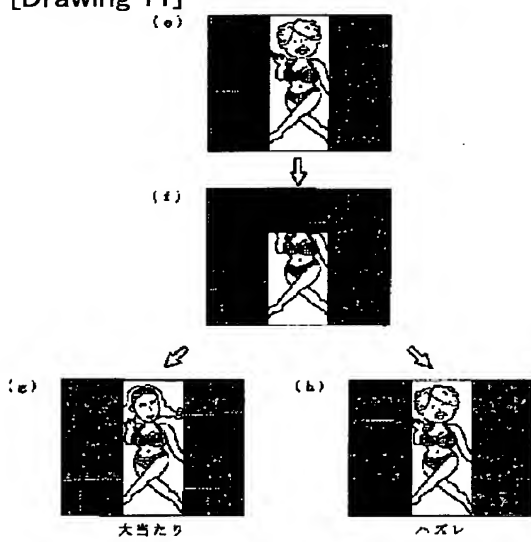
[Drawing 9]



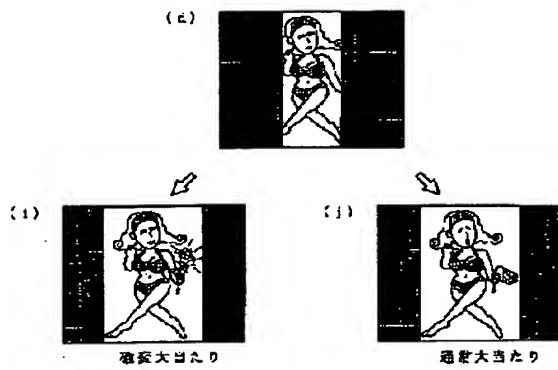
[Drawing 10]



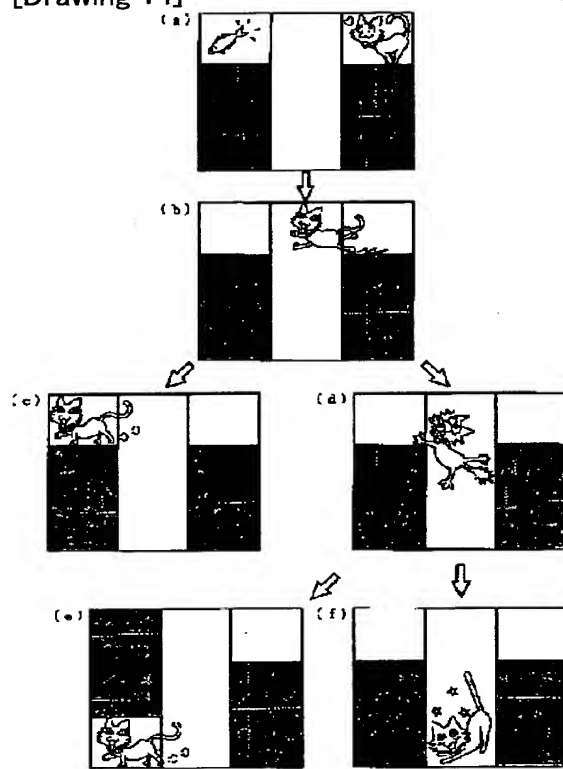
[Drawing 11]



[Drawing 12]



[Drawing 14]



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